NES-7M-USA

INSTRUCTION MANUAL

LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM

ASMIK Corporation of America

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PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Conquest of the Crystal Palace™

THE STORY *Fifteen years ago The Crystal Palace was a thriving kingdom. The people of The Crystal Palace prospered and all things great and small were treated equal. During this time lived a kind and gentle ruler who encouraged the people to be honest and fair; his name was Bretor. Bretor was famous throughout the world for his achievements. The King's wife, Queen Zyla, gave birth to a son. His name was Prince Farron.*

Tales of this kingdom spread far and near and people soon flocked to The Crystal Palace seeking citizenship. The Kingdom of The Crystal Palace became very populated with people of all races.

One day as a Dysonian man was telling a group of people about The Crystal Palace, Zaras, an evil warspirit of the East, became interested in the story.

Zaras was a terrible War Spirit of the 20th Century with great power. Zaras

was capable of taking any shape or form and was thought to be indestructible.

Zaras appeared one day and simulated an army of evil guardians who eventually took control of The Crystal Palace. King Bretor was eliminated in a flash and so was Queen Zyla. The people of The Crystal Palace were transported to the stars and areas of the sky not seen before. Eventually, there were only two people left for Zaras to deal with; Prince Farron and Zapolis, the palace guardian and keeper. Farron was transformed into a 6 month old baby and Zapolis was turned into a dog. Farron called him Zap.

The Crystal Palace became an evil lair of mazes and chambers filled with goons and henchmen of Zaras' imagination.

Zap watched over Farron and insured his safety.

When Farron turned 15 years old, he and Zap set out for The Crystal Palace. Their goal and your challenge is to restore the peace and unity once felt by the people before The Conquest of the Crystal Palace.

GETTING STARTED

1. Make sure the power switch on your Nintendo® Control Deck is off.

2. Insert The Conquest of the Crystal Palace™ Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch on.

THE CONQUEST BEGINS...

1. You'll first see The Conquest of the Crystal Palace title screen. When you press the start button the story of The Crystal Palace will be revealed to you. To bypass the story, simply press the start button again. Select the power crystal you desire with the A button. To view the different power crystals, move the right and left control pad arrows on your controller.

2. To direct Farron, move the right and left control pad arrows on your controller. To make Farron squat down press the down arrow on your controller.

3. To call your guardian dog Zap, press the down arrow on your control pad. While holding down, press the A button to move the white cursor underneath the dog and release the down arrow on your control pad.

4. To use other items in your inventory, follow the procedure outlined in instruction #3.

5. To use Farron's sword or special weapon, press the B button after you have made your selection using procedure #3. To make Farron jump, press the A button.

6. When you eliminate an enemy, collect the coin he leaves behind within 5 seconds to increase your account balance.

SCREEN STATUS BOX

1. Life Meter of Farron
2. Life Meter of Zap
3. Money collected by Farron
4. Remaining Lives
5. Zap
6. Sword
7. Special Weaponry
8. Dog Whistle
9. Moon Mirror

KIM'S SHOP

1. When you locate Kim on the road to The Crystal Palace, stop and visit her. Kim is the shop proprietor and will be glad to help you along your way.

2. When Kim alerts you that a QNN news bulletin is on, simply select OK if you would like to watch it.

3. When buying a weapon from Kim, she will invite you to the weaponry training room. Select OK to enter the training room.

4. If you don't have enough money when purchasing items from Kim, she may throw you out of the shop. But, if you're able to purchase eight items or more from Kim, you'll be in for a surprise!

Kim invites you into her shop.

WHAT'S FOR SALE?

Herbs	Dog Whistle	Boomerang Annihilator
Super Herbs	Jumping Shoes	Double Death
Potion	Fire Scroll	Dog Molar
Figurine	Fuego	Spherical Weapon
Zap Chow		

*Not all items are for sale in each shop—so keep searching...

HEROES AND CONQUERORS

FARRON
The brave hero that battles enemies to restore peace in The Crystal Palace.

ZAP
Farron's fearless dog that protects him from his many enemies.

KIM
Visit Kim's shop to stock up on food and weapons!

THE STAGES AND THE MAIN ENEMIES

STAGE 1

Mount Crystal

ENEMIES:

KELLIX

KENTAR

STAGE 2

Realm of the Guardian

ENEMY:

KERGEN

STAGE 3

Lair of the Hungry Ghosts

ENEMY:
The will of the Ghost

STAGE 4

Gateway of Flame

ENEMY:
The Desire of Fire

STAGE 5

Realm of Zaras:
The Crystal Palace

ENEMIES:

FAUSTUS

ZARAS

TIPS AND HINTS

- *Choose your crystal very carefully at the beginning of the game.*
- *Eliminate enemies and collect the coins they leave behind; you'll need the money at the shop.*
- *If you don't have enough money, Kim may throw you out of the shop.*
- *Use Zap's special power when you're in a jam.*
- *Always keep Zap alive so you can feed him along your journey.*
- *Listen to the "QNN Special Report" for the hour's top stories.*
- *In Stage Two Farron will land safely when he jumps into the pits, although Farron will warp to another area of the stage. Look for something special.*

- *For any questions regarding game play—Call Asmik (213) 854-9774*

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, (which can be determined by turning the equipment off and on) the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems"

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

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